Williams®

- Williams' first cockpit
- Williams' first speech in a video game
- exclusive 49-way joystick
- brilliant graphics and animation
- complete game adjustments
- full bookkeeping and diagnostic tests
- rapid-fire feature

BONUS AT 18000
5060
BONUS AT 7000
It takes something this awesome
to make a game this great!

mining for crystals: the making of "Sinistar"

The game features head-to-heed battle with "Sinistar", the most awasome adversary ever faced. When the game begins, however, the "Sinistar" hes not yet taken shape. As the player navigetes his spaceship through the gelaxy with the precise control of the 49-way joystick, his immediate mission is to mine end pick up cosmic crystals by bombarding the planetoids with his laser cannon. At the same time, the swarming workars are collecting their own crystals as well as trying to steal the player's. In the hands of worker ships, these crystals become, piece by piece, the very elements that make up the "Sinistar". In the hands ot the player, up to 20 mined crystals become Sinibombs, the player's only defense egainst the "Sinistar". All during this action, the player must also detend himself ageinst the aggressive warrior ships using his laser with either well-aimed single shots or by holding the button down tor rapid fire.

The "Sinistar" is immobile until the last crystal is put in place. Then, suddenly, he comes to life with taunting speech proclaiming "I live", his eyes and mouth glowing with the intemo that burns mercilessly within, tracking the player and trying to suck him in. At this point a burst from the laser will only angar him more. The player's only hope is the Sinibombs which, when released against the "Sinistar", can stun him and destroy him piece by piece. Once the "Sinistar" is shattered in e spectacular explosion by a final Sinibomb to the evil brain center, the player can catch his breath while the ship autometically warps to a naw sector where "Sinistar" construction activity is detected.

battle plans

In SINISTAR, the player can design his own individual battle plan. He can choose to attack the workers and use Sinibombs to destroy pieces ot the "Sinistar" to prevent him from being completed, or he can go attar the big points and essume the big risks by mining enough crystals and eluding the wernors to fight the incredible power of the living "Sinistar".

battle zones

If the pleyer survives his first encounter with "Sinistar", advanced game play takes him into warnor, planetoid, worker and void zones ot the galaxy, each one presenting its own new set of challenges and formidable obstacles to test the player's skill.

status reports

Between waves, a status report tleshes on the screen to provide vital informetion to help the player plan his strategy. The number of Sinibombs the player has accumuleted and the number of pieces placed thus far in the "Sinistar" ere displayed.

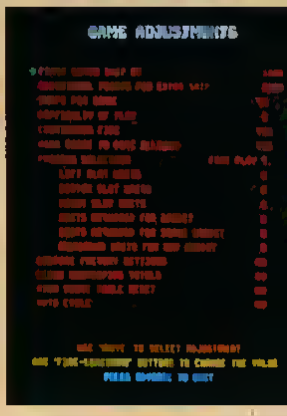
Williams' first cockpit

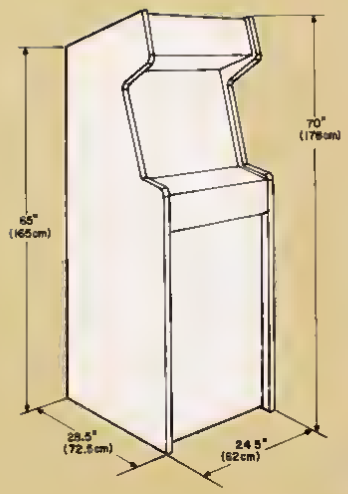
In SINISTAR, tha hi-intensity game with hi-resolution graphics and intense ection, each playar is truly the master of his own destiny. And, with Williams' cockpit, players cen really get into the game! Williams' cockpit has the sensational styling that transports the player to another world in space and time for total game involvement! In cockpit or upright, SINISTAR is awesome ection, tremendous depth ot pley and brillient graphics all in a game equipped with the first venable speed joystick for the ultimate in maneuverability and precise control. And with traditional 50¢ play, your earning potential is doubled with the SINISTAR cockpit model.

all this . . . plus Williams' incomparable game adjustment system

To keep SINISTAR e top-running geme for all players and all locations, Williams provides the most sophisticeted game adjustment system in the industry. It includes nine levels for difficulty ot play to suit ell players from beginners to experts.

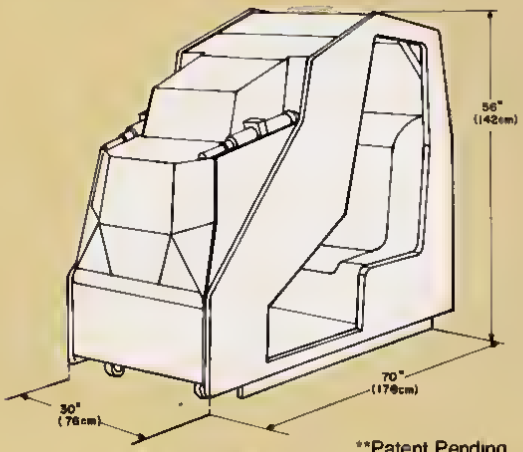
SINISTAR also provides the most detailed bookkeeping information to help operators optimize game adjustments for top earnings in all types of locations. Bookkeeping totals and game adjustments are backed up by a complete series ot diagnostic tests to check entire electronic systems in a matter of minutes. And, of course, there are complete pricing settings for eny price per pley combination.





UPRIGHT:
Weight
270 lbs. (122.5 kg.) uncrated
290 lbs. (131.5 kg.) crated

COCKPIT:
Weight
342 lbs. (155 kg.) uncrated
402 lbs. (182.5 kg.) crated



POWER REQUIREMENTS
115/230VAC Nominal, 50/80Hz
@1.7/0.85A 192W
(20A surge for one cycle at power turn on)

Normal Line = 98-126VAC
196-252VAC

High Line* = 113-145VAC
226-290VAC

Low Line* = 88-113VAC
176-226VAC

*Transformer jumpers required
See service manual.

ENVIRONMENT
Operating Temperature
0° to +45°C ambient
(+32° to +113°F)

Storage Temperature
−40° to +65° C ambient
(−40° to +149°F)
90% RH at 40°C (104°F), non-condensing

MONITOR
19" Color Raster
non-interlaced
UL, CSA & DHHS Approved

VIDEO SYSTEM**
256 Colors, 340 x 240 PIXEL Resolution
6809E Microprocessor
ROM: 44K BYTES
Video and Scretch RAM: 50K BYTES
CMOS RAM: 1Kx4
Special RAM: 2K BYTES

SOUND SYSTEM
6808 Microprocessor
ROM: 24K BYTES (cockpit)
U.S. Patent No. 4272649

SPEECH SYSTEM**
Digital to Analog
CVSD System

JOYSTICK**
Optical Sensing
49 discrete directions and degrees of movement
(6 seperate speeds in 8 directions plus center off position)

**Patent Pending

Specifications subject to change without notice.

This equipment has been certified to comply with the limits for a Class A computing device pursuant to Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against radio frequency interference when operated in a commercial environment.

SERVICE
For the back-up that keeps you out-front, call Williams toll-free at 800/621-1253.
In Illinois, call toll-free at 800/572-1324.

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(312) 267-2240, Telex 253095

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